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Subject: Text Colors

Posted by [\\_SSnipe\\_](#) on Fri, 10 Aug 2007 02:14:25 GMT

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Hey well idk if anyone already hosting this or know about it but heres a file u place in ur data folder and open it and edit it to make ingame text different colors like nod team chat and gdi team chat public chat and private messages

well here just open it and edit to what you want

if download not working

heres what u do

- 1)make a text file
- 2)name it hud.ini
- 3)place this inside of it

[General]

NodHouseRed=0

NodHouseGreen=0

NodHouseBlue=255

GDIHouseRed=0

GDIHouseGreen=255

GDIHouseBlue=0

PrivateMessageRed=0

PrivateMessageGreen=0

PrivateMessageBlue=255

PublicMessageRed=255

PublicMessageGreen=255

PublicMessageBlue=255

4)if ur dumb read step 5

5)if ur dumb read step 4

enjoy?

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File Attachments

1) [hud.rar](#), downloaded 139 times

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Subject: Re: Text Colors

Posted by [luv2pb](#) on Fri, 10 Aug 2007 02:36:23 GMT

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I'm with you untill step 4. Then I seem to be getting stuck somewhere...

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Subject: Re: Text Colors

Posted by [Tunaman](#) on Fri, 10 Aug 2007 05:04:03 GMT

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I put hud.ini in my data folder and this happened wtf.

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Subject: Re: Text Colors

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 10 Aug 2007 05:05:56 GMT

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Where do you get that HUD?

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Subject: Re: Text Colors

Posted by [Tunaman](#) on Fri, 10 Aug 2007 05:09:00 GMT

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Umm.. I was just fooling around and tried to recreate Sir Kane's HUD. I saw you commented on one of my youtube videos.. Was that about the HUD? I didn't know what you were talking about.

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Subject: Re: Text Colors

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 10 Aug 2007 05:10:35 GMT

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I don't remember, but yeah, that radar seems very useful.

Well. More useful than Renegade's standard radar.

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Subject: Re: Text Colors

Posted by [Viking](#) on Fri, 10 Aug 2007 05:25:10 GMT

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Ren07 will have a radar like that right!?

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Subject: Re: Text Colors

Posted by [Ryu](#) on Fri, 10 Aug 2007 05:29:58 GMT

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Would you be ever so kind to share that sexy looking Hud?

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Subject: Re: Text Colors

Posted by [\\_SSnipe\\_](#) on Fri, 10 Aug 2007 07:48:31 GMT

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idk tunaman about ur scripts but this hud thing workls perfect for me and everyone elde i gave it 2 :S

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Subject: Re: Text Colors

Posted by [Tunaman](#) on Fri, 10 Aug 2007 08:04:08 GMT

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I was joking.. the HUD in that SS needs a special hud.ini to work.

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Subject: Re: Text Colors

Posted by [\\_SSnipe\\_](#) on Fri, 10 Aug 2007 08:10:19 GMT

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i want radar

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Subject: Re: Text Colors

Posted by [Scrin](#) on Mon, 13 Aug 2007 09:28:24 GMT

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joe937465 wrote on Fri, 10 August 2007 03:10i want radar

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Subject: Re: Text Colors

Posted by [luv2pb](#) on Mon, 13 Aug 2007 20:28:39 GMT

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I have sk's hud (n00bparty '07 ftw). It has some cool stuff but the fact that it crashes your shit on alt+tab blows donkey balls. And yes you need special stuff for it to work completly.

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Subject: Re: Text Colors

Posted by [Blazer](#) on Tue, 14 Aug 2007 01:04:31 GMT

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Tunaman wrote on Thu, 09 August 2007 22:09Umm.. I was just fooling around and tried to recreate Sir Kane's HUD.

Ummmm...that IS Sir Kanes HUD

---

**Subject: Re: Text Colors**

Posted by [Renx](#) on Tue, 14 Aug 2007 02:34:06 GMT

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It's different.

<http://www.n00bstories.com/image.fetch.php?id=1098186127>

You can tell by the time/credits, the bars under the health/armor, and the map in the HUD is one of jonwil's flat-top views instead of on a globe like SK's

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**Subject: Re: Text Colors**

Posted by [Tunaman](#) on Tue, 14 Aug 2007 04:02:14 GMT

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Yeah.. the reason it looks so incredibly similar is because they both use the textures from the HUD in FEAR. I changed mine a little bit though.

But what do you mean, SK's is on a globe? That sounds pretty cool but I looked at the two ss's and it looks the same except it looks like he hardcoded how to draw the radar blips.

And yeah, before anyone flames me on it, mine is just a cheap copy of his idea. :] I just want to be able to get all the functionality done I want for custom HUDs before I make new ones.. I want to make one BF2-style but I can't move the playerlist with the functionality built into jonwil's custom hud code. ;\

Honestly this is the first time I've done anything involving editing the scripts so don't hate.

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**Subject: Re: Text Colors**

Posted by [Ryu](#) on Tue, 14 Aug 2007 04:14:31 GMT

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Why won't anyone release it?

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**Subject: Re: Text Colors**

Posted by [Renx](#) on Tue, 14 Aug 2007 16:09:16 GMT

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Tunaman wrote on Tue, 14 August 2007 01:02But what do you mean, SK's is on a globe? That sounds pretty cool but I looked at the two ss's and it looks the same except it looks like he hardcoded how to draw the radar blips.

Like this <http://www.n00bstories.com/image.fetch.php?id=1180464568>

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Subject: Re: Text Colors

Posted by [Slave](#) on Tue, 14 Aug 2007 23:45:19 GMT

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orthographic viewpoint

every part of the map is visible from above under a 90 degree angle

Unlike that picture, no feelings of extreme ROFL crossed my mind though, I must have done something wrong.

#### File Attachments

1) [topdown.jpg](#), downloaded 592 times



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Subject: Re: Text Colors

Posted by [Tunaman](#) on Wed, 15 Aug 2007 01:35:49 GMT

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Renx wrote on Tue, 14 August 2007 12:09Tunaman wrote on Tue, 14 August 2007 01:02But what do you mean, SK's is on a globe? That sounds pretty cool but I looked at the two ss's and it looks the same except it looks like he hardcoded how to draw the radar blips.

Like this <http://www.n00bstories.com/image.fetch.php?id=1180464568>

...? That's exactly what the image for my islands looks like as well.. I still don't know what you mean by "globe"

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Subject: Re: Text Colors

Posted by [Renx](#) on Wed, 15 Aug 2007 14:39:41 GMT

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Globe2. a planet or other celestial body.

3. a sphere on which is depicted a map of the earth(or Renegade map in this case)
4. a spherical body; sphere.

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Subject: Re: Text Colors

Posted by [Tunaman](#) on Wed, 15 Aug 2007 15:17:40 GMT

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<http://img411.imageshack.us/img411/7129/w3dview2007081508150882es7.png>

It's not actually on a globe.. There is an extra water around the map that makes the optical illusion that it is.

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Subject: Re: Text Colors

Posted by [Renx](#) on Wed, 15 Aug 2007 15:32:50 GMT

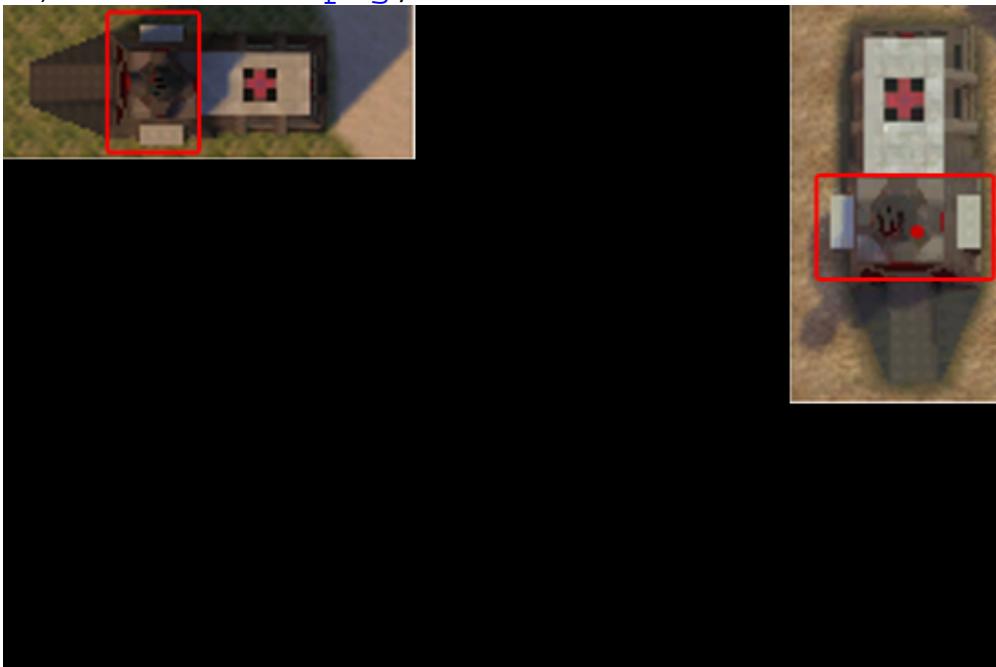
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The difference is in one the view is just from a single point in the sky, where as in the other no matter where you look on the map it always appears as if the view is directly from above.

#### File Attachments

1) [Difference.png](#), downloaded 246 times



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Subject: Re: Text Colors

Posted by [Tunaman](#) on Wed, 15 Aug 2007 15:54:46 GMT

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Nice.

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Subject: Re: Text Colors

Posted by [Scrin](#) on Sat, 18 Aug 2007 06:17:39 GMT

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Tunaman wrote on Wed, 15 August 2007 10:54Nice.  
hmm WELL??

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